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CAPCOM®
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NINTENDO DS™

INSTRUCTION BOOKLET

CAPCOM®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-08 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

EVERYONE

E

Mild Violence

ESRB CONTENT RATING www.esrb.org

LICENSED BY Nintendo

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Visit Mega Man at: www.capcom.com/megaman

NINTENDO DS™ WIRELESS SETUP

YOU NEED

- ❑ Nintendo DS™: 2 to 8 systems, depending on number of players
- ❑ ***Mega Man Battle Network® 5 Double Team DS***: 2 to 8 Game Cards, one for each player

CONNECTING

1. Make sure the power to all Nintendo DS™ systems is turned ***OFF***.
2. Insert a ***Mega Man Battle Network® 5 Double Team DS*** Game Card into each Nintendo DS™ system.
3. Turn ***ON*** the Nintendo DS™ systems and make sure the DS Menu is displayed.
4. Touch ***Mega Man Battle Network® 5 Double Team DS*** on the screen.
5. Begin wireless play (starting on *page 30*).

STARTING UP

1. With the Nintendo DS™ turned ***OFF***, insert the ***Mega Man Battle Network® 5 Double Team DS*** Game Card securely into the slot.
2. Turn ON the system.
3. When you see the DS Menu, touch ***Mega Man Battle Network® 5 Double Team DS*** to load the game.
4. Begin play from the ***Mega Man Battle Network® 5 Double Team DS*** Title screen (starting on *page 6*).

❑ If your Nintendo DS™ is set to ***Auto-load***, you don't need to go through these steps. See your Nintendo DS™ manual for information about ***Auto-load***.

ONCE THE GAME LOADS

On the Title screen, touch the bottom screen to display two files, ***Protoman*** and ***Colonel***. Select a file to play and the Main Menu will appear.

THE WORLD OF MEGA MAN BATTLE NETWORK®

The year is 200X . . .

It is the network age, made possible by the rapid advancements of the Internet and other communications technology. Everyone today has a portable handset called a ***PET*** (PErsonal Terminal).

WHAT IS A PET?

Similar to an evolved cellular phone in appearance, PETs are equipped with both phone and email capabilities, and can also double as textbooks and newspapers, making them a very convenient accessory for modern life. On top of that, inside each PET is a humanoid AI program called a ***Net Navi***, which can perform all sorts of tasks on the network for its human owner.

VIRUS BUSTING!

The networked society... the world is a very convenient place to live in, but things aren't always perfect, due to rampant computer viruses. To protect themselves against these viruses, people equip their Net Navis with battle data programs called ***Battle Chips***, and have their Net Navis fight the viruses directly. This is called ***Virus Busting***.

THE MEGA MAN® NETWORK SERIES

(all available for the Game Boy® Advance)

- ***MEGA MAN BATTLE NETWORK®***

  The first game in the series, ***Battle Network 1*** pits you in an intense battle against the evil secret society, WWW. Through Lan and his friends' efforts, all hacking is rooted out, but in the end, the evil Dr. Wily, the mastermind behind the terror, disappears!

- ***MEGA MAN BATTLE NETWORK® 2***

  With WWW eliminated, players go up against ***Gospel***, the evil Net Mafia and the newest threat. Lan and company infiltrate and overthrow Gospel, and in the process find an evil mastermind secretly running things behind the scenes!

- ***MEGA MAN BATTLE NETWORK® 3***

  This exciting third game in the series pits you against the resurrected Dr. Wily. In a desperate battle, Lan and friends uncover the truth about highly restricted data called the ***Great Disaster***.

- ***MEGA MAN BATTLE NETWORK® 4***

  This fourth chapter in the series, released in two different versions, has Lan vying to win the tournament to prove himself the best Net Battler in the world. While top opponents battle for the championship, a secret organization lurks behind the scenes!

ROBBED!

It's been a month since the battle with ***Nebula***, the Dark Chip Syndicate — a battle for the fate of the earth itself. Today Lan and his friends are visiting Lan's father in the research lab at the Department of Science. Lan's father has exciting news.

Just before Dr. Hikari shares his big news, a mysterious group of Navis appears out of nowhere and takes over the Internet! Even the lab's own computers are hacked, and all systems come to a halt! Amid the chaos, sleeping gas is hurled into the lab. One person after another drops to the ground, including Lan's father.

Luckily Lan is off to the side when the sleeping gas goes off, and manages to hold on to consciousness for a while longer. Lying there in a groggy state, Lan sees Dr. Regal, leader of Nebula, towering over the unconscious bodies. So Regal is alive after all!

". . . Well, well, Dr. Hikari . . . ."

"Master Regal, what about his friends?"

"Confiscate their PETs. Without them, they'll be helpless anyway."

After stealing everyone's PETs, Regal rushes out of the Department of Science. And this is the last thing Lan sees before finally succumbing to the sleeping gas.

CHARACTERS

LAN & MEGA MAN

A 6th-grader at ACDC Elementary School, in ACDC Town, Lan's grades aren't the best, but his Virus Busting skills are top notch. His best friend is Mega Man, his Net Navi. In Net Battles, these two make a powerful team.

BAAYL & COLONEL

A mysterious man who suddenly appears to help Lan. His past is a complete blank, but he dominates Team Colonel with his amazing technique.

CHAUD & PROTOMAN

An elementary school student and government-sponsored Net Battler, Chaud heads up Team Protoman.

MAIN MENU

On the Title screen, press ***START*** to see options for starting the game. (***Continue*** and ***Erase Game*** appear only when save data is available.)

- ***Continue*** — Start the game from the point where you saved it.
- ***New Game*** — Start a new game from the beginning.
- ***Protoman/Colonel*** — Select the game version, ***Protoman or Colonel***, you want to play (available after you select ***New Game***).
- ***Erase Data*** — Erase the save file you select.
- ***Convert*** — Convert game data from a ***Mega Man Battle Network® 5*** Game Pak for Game Boy® Advance.

SOFT RESET

Hold down ***START***, ***SELECT*** and the ***L and R Buttons*** simultaneously during gameplay to soft reset the game and return to the Main Menu.

CONTROLS

FIELD SCREEN

On the Field screen, you control Lan in the Real World and Mega Man in the Cyber World.

- ***Control Pad*** ....Move character
Move menu cursor
- ***A Button*** .....Speak/Examine
Confirm
- ***B Button*** .....Dash (hold down while moving)
Cancel
- ***R Button*** .....Jack-in (to the Cyber World)
Jack-out (from the Cyber World)
- ***L Button*** .....Talk to Mega Man (from the Real World)
Talk to Lan (from the Cyber World)
- ***START*** .....Skip cutscene
Open PET screen

CUSTOM SCREEN

- ***Control Pad*** ....Move cursor
- ***A Button*** .....Confirm
- ***B Button*** .....Cancel
- ***X/Y Button*** .....Change Navi (when possible)
- ***R Button*** .....View Battle Chip description
- ***L Button*** .....Run away
- ***START*** .....Move cursor to ***OK***
- ***SELECT*** .....Hide Custom window

BATTLE ACTION SCREEN

- ***Control Pad*** ....Move Mega Man
- ***A Button*** .....Use Battle Chip
- ***B Button*** .....Mega Buster (hold down to charge)
- ***X/Y Button*** .....Change Navi (when possible)
- ***R/L Button*** .....Open Custom screen (when Custom Gauge is full)
- ***START*** .....Pause

To use the Touch Panel, follow the onscreen instructions or refer to the corresponding manual section for a specific screen or menu.

ACTION!

THE REAL WORLD

You progress through the game by moving back and forth between the ***Real World*** and the ***Cyber World***. In the Real World, you play as Lan. During this time, your PET screen is shown on the bottom screen.

- ***Speak/Examine*** — Press the ***A Button*** to talk to the person in front of you or examine something you've found.
- ***Dash*** — Hold down the ***B Button*** while moving with the ***Control Pad*** to skate along faster than a normal walk.
- ***Talk to Mega Man*** — At any place in the Real World, you can talk to Mega Man in your PET by touching the bottom screen. (You can also talk to him by pressing the ***L Button***.) He may have some good advice for you if you get stuck or aren't sure where to go next.
- ***Jack-in*** — This action allows you to send Mega Man into the Cyber World using your PET to transmit a signal. To jack-in, stand in front of a computer or other electronic device and touch the ***Jack-in*** area of the bottom screen (or press the ***R Button***).

THE CYBER WORLD

In the Cyber World, you play as Mega Man, searching out enemy bosses while taking out pesky viruses and solving a variety of problems. Your PET screen is shown on the bottom screen during this time.

- ***Speak/Examine*** — Press the ***A Button*** to talk to the programs or examine something you've found. Be sure to examine the Mystery Data scattered throughout the Cyber World.
- ***Dash*** — Hold down the ***B Button*** while moving with the ***Control Pad*** to zoom along faster than a normal walk.
- ***Talk to Lan*** — Press the ***L Button*** anywhere in the Cyber World to talk to Lan in the Real World. If you're stuck, try asking him for advice.
- ***Jack-out*** — Touch the Jack-out area on the bottom screen (or press the ***R Button***) to bail out of the Cyber World and return to the Real World. Be careful: Mega Man can't always jack-out immediately — there may be a boss to defeat or puzzle you have to solve first.

When things go wrong in the game, it's usually due to a virus or enemy Navis causing trouble inside an electronic device. It's your job to jack-in and send Mega Man in to save the day. You can also jack-in even if there are no viruses to bust. There are lots of places to jack-in to, so explore and see what you can discover.

EXPLORING THE CYBER WORLD WITH NAVI PARTY

Once you reach a certain point in the game, you'll gain the ability to carry up to two Navi friends with you in the Cyber World. This comes in handy especially during battles, as you can switch between your two Navis on the fly *(page 14)*.

NAVI CHANGE MACHINE

Switching Navis on the fly uses the Navi Change Machine on the Navi Change screen. You can first access this Cyber NC Machine through Lan's website later in the game.

The top column shows the first Navi, and the bottom shows the second.

- Touch a Navi's onscreen ***Switch*** button to switch to that Navi.
- After selecting a new Navi, touch the ***Download*** button to download that Navi to accompany you in the Cyber World.
- Download a Navi column that says ***No Data*** to proceed without a Navi.

INTERNET

By jacking-in to the computer in Lan's room, you can go to the world of the ***Internet*** and access and explore many different areas.

- ***Security Cubes*** — These help prevent viruses from spreading to certain areas of the Internet. You'll see them at entrances to people's web pages, so you'll need to get the password, or ***P Code***, from the owner, to disable the Security Cube and pass through.
- ***Shops*** — Talk to a Net Dealer to bring up a Shop screen. Move the cursor to highlight the item you want and press the ***A Button***. Press the ***R Button*** to view a description of the item currently highlighted. Chips and Navi Customization Programs you don't have in your own ***Inventory*** are shown in green.
- ***Vision Bursts*** — Somewhere in the Cyber World is a place with the Real World of the past digitized and stored via an extremely advanced technology. No one knows just who created Vision Bursts ... or why.

TRADERS

- ***Chip Traders*** — A Chip Trader is a machine that gives you a new chip at random in exchange for trading in a few old chips. When you trade in old chips for a new one, your game is saved automatically. There is no going back, so be careful what you trade away.
- ***Number Traders*** — This Trader is located in Mr. Higsby's kiosk. If you enter the right eight-digit number, you may get a chip or an item (each number can only be entered once). You can find clues to numbers in all sorts of places.
- ***Bug Piece Traders*** — Supposedly somewhere in the world is a Trader that will give you new chips in exchange for pieces of bugs ....

ITEMS

Search for and collect items to power-up Mega Man and Lan and get through the game. You can find items in both the Real World and the Cyber World. For instance:

- ***HP Memory*** — Increases Mega Man's max HP by 20.
- ***P Code*** — Disables Security Cubes. (You get these mostly by talking to people.)

BATTLE: CUSTOM SCREEN

When you encounter an enemy, you'll be taken first to the Custom screen. Here you can select the Battle Chip to send to Mega Man.

SELECTING BATTLE CHIPS

Five chips are chosen at random from the Chip Folder and displayed in the Chip Select area. Select a chip from the list to send to Mega Man by moving the cursor over the chip you want to send and pressing the ***A Button***. With a chip highlighted, press the ***R Button*** to view a description of the chip before sending it to Mega Man.

RULES FOR CHOOSING BATTLE CHIPS

Normally you can only select one chip at a time. However in certain circumstances *(see illustration to the right)*, you can choose up to five chips at once to send to Mega Man, giving you the upper hand. With a chip highlighted, press the ***R Button*** to view a description of it before sending it to Mega Man.

SENDING DATA

Once you finish selecting chips, move the cursor to ***OK*** and press the ***A Button***. The screen will switch to the Action screen where you control Mega Man in battle.

UNITE COMMAND

This command lets you perform Dubl Soul and Chaos Union. After selecting a chip that matches up with the Soul you want to transform into, select the ***Unite*** command to transform the chip into Dubl Soul *(page 16)*.

EMOTION WINDOW

This window shows Mega Man's Sync status. This starts off at ***Normal***, and will increase to ***Full Synchro*** if you get a Counter, or drop to a worse status if you take damage *(page 15)*.

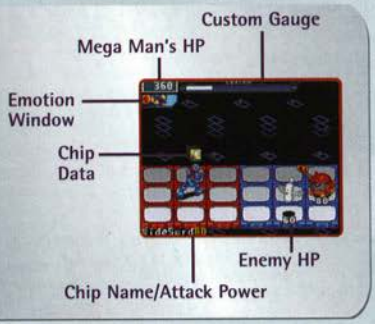
RUN AWAY

Press the ***L Button*** to run away. Luck determines whether or not you escape, but the tougher the enemy is, the harder it is to run away.

BATTLE: ACTION SCREEN

Once you select your chips from the Custom screen, you proceed to the Action screen. Here you control Mega Man and use the selected chips to defeat the enemy.

During battle, the lower screen will either show the PET Shutter screen if you are alone, or the Navi Change screen if you have an ally Navi with you.



ATTACK AREAS

Mega Man moves around on the ***red*** squares, while the enemy moves around on the ***blue*** squares. Neither side can enter the opposite side's area, but there may be special attacks that allow you to temporarily invade the opposite side.

MEGA BUSTER

Press the ***B Button*** to fire your Mega Buster. There are no restrictions on ammunition, and the closer you are to the enemy, the easier it is to perform rapid-fire attacks. Hold down the ***B Button*** to charge up the Mega Buster for a more powerful shot.

USING CHIPS

Press the ***A Button*** to use chips already sent to Mega Man from the Custom screen. Chip Data appears above Mega Man's head. The name of the chip and its attack power appear on the bottom left of the screen.

CUSTOM GAUGE

Once the action starts, the Custom Gauge at the top of the screen slowly starts to fill. Once it is full, press the ***L or R Button*** to re-enter the Custom screen out of turn. If you've used up all your chips before the turn is over, this will allow you to send more chips to help Mega Man fight.

BATTLE: NAVI CHANGE SCREEN

If you have another Navi (or two) with you, the lower screen shows the Navi Change screen. Touch the Navi on the lower screen to change the Navi you control during battle.

NAVI CHANGE LIMIT

Every time you change Navis, one ***Change Slot*** will fill up. Change Slots are limited, meaning you can only change Navis a certain number of times. You can also change Navis from the Custom and Action screens.

SUPPORT SYSTEM/DOUBLE ATTACK

SUPPORT SYSTEM

The Navis you bring along with you can use their special abilities to support you in battle. Each Navi has different abilities and requirements for using those abilities, which can be viewed from the PET Party Navi screen *(page 27)*. Knowing your Navis well and which one to use when is an important part of winning.

DOUBLE ATTACK

With Full Synchro status in the Emotion Window, changing to a certain Navi enables you to perform a Double Attack. See if you can find out which Navi works best.

WHEN SUPPORT IS IMPOSSIBLE:

- ❑ When you don't have Support or P Support programs plugged in on the Navi or Party Customizers, Navis will not be able to support you.
- ❑ Support is also impossible when Mega Man's Emotion Window is at Evil status.

RESULT SCREEN

Win battles by ***deleting*** enemies (reducing their HP to zero). Once a battle is over, you go to the Results screen, where you can see how long the battle lasted, your ***Busting Level*** (an evaluation of your virus-busting techniques during that battle), and any ***Chip Data*** you acquired.

BUSTING LEVEL SECRETS

With higher Busting Levels, you can get better chips from battles. If you do well in battle, you may also be rewarded with the chips the enemy was using! Raise your Busting Level by defeating enemies quickly. There are other ways to increase your Busting Level too. How many can you unearth?

COUNTERS

A Counter is when you attack an enemy the moment that enemy is about to attack you. If you land a successful Counter, that enemy will be paralyzed momentarily, leaving it open to attack. With a successful Counter, Mega Man's Emotion Window zooms up to Full Synchro.

EMOTION WINDOW

This window reflects Mega Man's state of mind. As he fights, his state of mind can change.

Full Synchro — Helps you see when to time attacks for Counters, and doubles the attack power of your next chip. (Using a chip with double attack power cancels Full Synchro.)

Normal — Mega Man begins battles in this neutral state.

Worried — With Mega Man's confidence down, he cannot perform Dubl Soul in this state.

Danger — When in a Danger state, Mega Man cannot perform Dubl Soul. Cheer him on by yelling into the mic to give him strength.

Angry — Mega Man turns red with anger and stands his ground, giving the next chip he uses double attack power.

Evil — With evil infiltrating Mega Man's soul, he is no longer able to perform Dubl Soul. He might also pull off an unexpected surprise if it looks like he's about to be deleted.

If Mega Man gets infected by a bug, the Emotion Window will start flashing to indicate a malfunction *(page 29)*.

DUBL SOUL

As you progress through the game, the Souls of those you battle against may resonate with Mega Man's soul. When you acquire a Soul, its icon will be added to the Net Navi screen in the PET screen, and you will be able to unite with that Soul through Dubl Soul.

HOW IT WORKS

Each Soul matches up with a corresponding chip type *(page 17)*.

1. Select the type of chip that corresponds to the Soul you want to transform into.
2. Select ***Unite*** at the bottom right of the Custom screen. This transforms the chip into a Dubl Soul chip.
3. Select ***OK*** and proceed to the Action screen where Dubl Soul will be activated automatically.

- When you perform Dubl Soul, Mega Man changes to look more like the Navi he is united with, and gains that Navi's special abilities while transformed. After three turns, Mega Man returns to original form.
- Mega Man cannot unite with the same Soul twice in the same battle.

CHAOS UNION

During your progress Mega Man will also gain a new power called ***Chaos Union*** that enables him to control the power of the dark and fuse his own Dark Soul with Souls that resonate with him.

HOW IT WORKS

Chaos Union is performed like Dubl Soul except that Chaos Union uses Dark Chips.

DARK CHIPS REQUIRED FOR CHAOS UNION

TEAM PROTOMAN

Proto Chaos	= ***Dark Sword***
Magnet Chaos	= ***Dark Thunder***
Gyro Chaos	= ***Dark Tornado***
Napalm Chaos	= ***Dark Meteor***
Search Chaos	= ***Dark Circle***
Medi Chaos	= ***Dark Recovery***

TEAM COLONEL

Colonel Chaos	= ***Dark Sound***
Knight Chaos	= ***Dark Drill***
Shadow Chaos	= ***Dark Invisi***
Tomahawk Chaos	= ***Dark Lance***
Number Chaos	= ***Dark Plus***
Toad Chaos	= ***Dark Wide***

After performing a Chaos Union, press the ***B Button*** Charge Shot to use Dark Chips. Since the energy of the dark swells and shrinks, you must release the ***B Button*** when the energy is at its peak. If you fail, the Dark Soul residing within Mega Man will flee his body and come after him.

SOULS

PROTO SOUL
Compatible Chip
SWORD TYPE

MAGNET SOUL
Compatible Chip
ELECTRIC TYPE

GYRO SOUL
Compatible Chip
WIND TYPE

NAPALM SOUL
Compatible Chip
FIRE TYPE

SEARCH SOUL
Compatible Chip
CURSOR TYPE

MEDI SOUL
Compatible Chip
RECOVERY TYPE

COLONEL SOUL
Compatible Chip
SUMMON TYPE

KNIGHT SOUL
Compatible Chip
BREAK TYPE

SHADOW SOUL
Compatible Chip
INVISIBLE TYPE

TOMAHAWK SOUL
Compatible Chip
WOOD TYPE

NUMBER SOUL
Compatible Chip
DIGIT PLUS TYPE

TOAD SOUL
Compatible Chip
WATER TYPE

LIBERATION MISSIONS

The Darkloids in the depths of the different areas must be defeated in order to free the Internet from the clutches of the Nebula. But the road to the Darkloids is blocked by all sorts of different panels, including those imbued with the power of the dark. You must ***liberate*** (free) each Dark Hole panel as you make your way to the Darkloids, and ultimately liberate that entire area of the Internet.

- ***Winning*** — Complete a Liberation Mission by liberating all of the Dark Hole panels and defeating the Darkloids that control the area.
- ***Losing*** — If all your team members fall unconscious (HP drops to zero), you fail the mission.

LIBERATION MISSION FLOW

- ***Player Phase*** — Control your Navi as you liberate panels and head for the Darkloids. All Dark Hole panels must also be liberated along the way. Once you finish moving all your team members, the phase ends and control switches to the other side.
- ***Darkloid Phase*** — Guardians march forward, pursuing and attacking you.

FIELD SCREEN CONTROLS

- ***Control Pad*** ....Move Navi
  Move cursor within Command screen
- ***A Button*** .....Open Command screen
  Confirm command
- ***B Button*** .....Dash (hold down while moving)
  Close Command screen
- ***X/Y Button*** ....Switch Navis
- ***R/L Button*** .....Move Camera
- ***START*** .....Open PET screen
- ***SELECT*** .....Retreat

BATTLE SCREEN CONTROLS

When surrounded, use the ***L/R Buttons*** to change directions and fight. The Action and Custom screen controls are the same.

- ***Control Pad*** ....Move Navi
- ***A Button*** .....Use Battle Chip
- ***B Button*** .....Mega Buster (hold down to charge)
- ***R/L Buttons*** ....Change Navi's direction (only when surrounded)
- ***START*** .....Pause

CHANGING BATTLES

In Liberation Missions, battles may start off differently depending on various factors in play when you enact the Liberate command.

- ***Battle: Advantage*** — When there are few Dark Panels around the Navi, the battle starts with the advantage on the player's side (more area to move around in).

- ***Battle: Disadvantage*** — When lots of Dark Panels surround the Navi, the battle starts with the player at a disadvantage (enemy has more area). The more Dark Panels around you, the greater the disadvantage. You may even find yourself surrounded by enemies on both sides, so be careful.

LIBERATION BATTLES

Battles that take place during Liberation Missions are called ***Liberation Battles***. Some of the differences between Liberation Battles and regular battles are:

- ***Automatic Custom Screen*** — In Liberation Battles the Custom screen appears automatically when your Custom Gauge fills up completely.
- ***3 Turns*** — Each Liberation Battle ends in three turns, whether or not you defeat the enemy. If you fail to defeat the enemy by that time, the panel will not be liberated.
- ***1-Turn Liberation*** — If you manage to defeat all enemies within the first turn of the battle, you get a 1-Turn Liberation, liberating that panel and the surrounding eight panels as well in one fell swoop.

NAVI TEAMMATES

Even ally Navis can participate in Liberation Battles. Each Navi has a unique fighting style, so you'll need to adapt each time you change Navis to use their strengths to your advantage.

There may also be special chips specific to a certain Navi that only appear on the Custom screen when you're controlling that Navi. These special chips may prove to be a major strategic key.

If your Navi's HP reaches zero, it can't perform any actions during the next Player Phase. Once that phase is over, it will recover a small amount of HP.

LIBERATION COMMANDS

Press the ***A Button*** on the Field screen to open the Command screen.

- ***Liberate*** — Use this to liberate the panel in front of you. Depending on the panel, you might enter battle, or it may trigger an event where you have to help Mega Man and friends. This command is not available if there is no panel to liberate in front of you.
- ***Special Commands*** — Your team members have special commands unique to their Navi capabilities. It is crucial to use all their abilities and commands wisely in order to make it through the Liberation Missions. Every special command you use takes away one Order Point *(page 22)*. When you run out of Order Points you can no longer use special commands. You recover Order Points by liberating Dark Panels.
- ***TP Chip*** — During the game, once you acquire an item called the ***TP Chip*** (Transport Chip), you will be able to use the TP Chip command. Using this command enables you to switch to the Navi in the opposite version of the game (***Team Colonel/Team Protoman***) that has the same role, and take that Navi into Liberation Missions. You need one TP Chip every time you want to do this.

GETTING TP CHIPS

To get TP Chips you must meet one of the following requirements:

- If you complete one of the versions of the game, and start the other version with that save data present, you will come across TP Chips in the game. However, if you delete the save file with the original completed game data, TP Chips will stop appearing in your current game. So be sure to use the open file slot for your second game.
- Insert a ***Mega Man Battle Network® 5 Team Protoman*** Game Boy® Advance Game Pak with a completed game file to unlock TP Chips in the ***Team Colonel*** side, and vice versa.

- ***Pass*** — Rest and restore a little HP without doing anything for a turn.

BATTLE SUPPORT

Navis who accompany you can give you backup support. The Navi currently giving you support is shown on the lower screen (you cannot touch the screen to switch to this Navi). Navis will support you just like in standard battles *(page 14)*. Try to find the best combination of Navis to give you maximum support during battle.

POWER UP WITH THE W SLOT

When you insert any ***Mega Man Battle Network®*** series Game Boy® Advance Game Pak, the Navi who corresponds to that Game Pak will be powered up during Liberation Missions. The Navi being powered up will be identified by an icon over its head on the Field screen, so you can experiment and power up different Navis by using different Game Paks *(page 34)*.

PET SCREEN IN LIBERATION MISSIONS

You can even use your PET during Liberation Missions. You can save once per Phase, but note that the following options will not be available:

- ***Net Navi***
- ***Network***
- ***Sub-Chips***
- ***Map***

ORDER POINTS

Order Points enable you to use special Navi commands, and are a crucial part of Liberation Missions.

- ***Using Points for Special Commands*** — Each special command you use takes one Order Point. Regain points by liberating Dark Panels with certain items in them, etc.

PANEL TYPES

These are some of the panels you may see during Liberation Missions:

- ***Normal Panel*** — Travel across these panels normally.

- ***Dark Panel*** — You cannot travel across these panels. Use the Liberate command to enter battle and try to liberate them.

- ***Dark Panel w/Item*** — These panels yield items when liberated.

- ***Dark Hole*** — These panels produce Guardians and must be liberated.

- ***? Panel*** — These panels trigger events that can help you. Each event is determined by a roulette system.

TEAM PROTOMAN TEAM MEMBERS

PROTOMAN

Liberation Special Command

WIDE SWORD

Liberates 3 panels in a row.

NAPALM MAN

Liberation Special Command

NAPALM

Unleashes a napalm bombardment that liberates a range of 6 panels.

SEARCH MAN

Liberation Special Command

SEARCH LIBERATION

Searches row of panels directly in front and liberates the closest ? Panel or Dark Panel w/Item.

MAGNET MAN

Liberation Special Command

MAGNET BARRIER

Sets barriers surrounding teammates to block enemy attacks.

MEDI

Liberation Special Command

TWIN LIBERATION

Liberates Dark Panels between herself and another ally.

GYRO MAN

Liberation Special Command

BOMB LIBERATION

Drops bomb on top of panel to liberate it.

Unique Ability

Transforms into a helicopter to fly over Dark Panels.

TEAM COLONEL TEAM MEMBERS

COLONEL

Liberation Special Command

SCREEN DIVIDE

Liberates 3 panels in a row side-by-side.

TOMAHAWK MAN

Liberation Special Command

TOMAHAWK SWING

Swings tomahawk to liberate the 6 panels ahead of him.

NUMBER MAN

Liberation Special Command

NUMBER CHECK

Checks the 6 panels ahead of him, gets any items there, and changes any traps into normal Dark Panels.

KNIGHT MAN

Liberation Special Command

KNIGHT DEFENSE

Automatically jumps in front of nearby allies to protect them from enemy attacks.

Unique Ability

Is not harmed by direct attacks from Darkloids or Guardians.

SHADOW MAN

Liberation Special Command

SNEAK ATTACK

From a Normal Panel, directly slashes at any enemies in the two panels directly ahead for damage.

Unique Ability

Moves across Dark Panels freely.

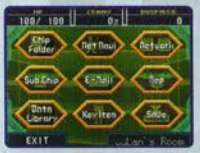
TOAD MAN

Liberation Special Command

LIFE MELODY

Cheers on a single nearby Navi with a song, and during that turn, that Navi can liberate 5 panels in a vertical row at once.

PET SCREEN



When you're moving around on the Field screen, the PET screen is displayed on the lower screen. Touch the ***Access*** icon to open the PET menu.

While the PET menu is open on the lower screen, you control it rather than the action on the upper screen. Close the PET menu to return your control to the upper screen. Touch the ***Exit*** icon in the PET menu (or press the ***B Button***) to close the PET menu.

MAP

In the Cyber World, touch the MAP icon *(page 27)* on the bottom right of the PET stand-by screen to display the map of the area on the lower screen.

CHIP FOLDER

The Chip Folder holds the chips you use in battle. You start out with one folder, which you can edit or rearrange. As the game progresses, you can gain an additional Chip Folder and one backup folder. You cannot edit or rearrange the backup folder, but you can update it by getting backup folders from other players.

- ***Equipping Folders*** — The folder you have equipped is marked ***Equip***. To equip a different folder, select that folder and then touch the ***Equip*** option.
- ***Editing Folders*** — Select a folder to edit and then touch the ***Edit*** option to move to the Edit screen.
- ***Touch Cursor*** — This cursor is used for various things in the PET interface. Touch the cursor and slide it up and down to scroll the screen, or tap it twice to select and confirm a menu item.

EDITING FOLDERS

Upper Screen

Lower Screen

Use the lower screen to edit folders (upper screen only shows folder and backpack list). On the lower screen, the top portion shows the folder being rearranged, and the bottom portion shows the backpack.

Drag the picture icon for the chip you want to move and drop it in the target destination. To show more chips, touch the scroll arrows. You can also sort the contents of the folder or backpack by using the ***Sort*** buttons onscreen to bring up the Sort window.

VIEWING CHIP CHARACTERISTICS

Touch a chip for a few seconds to view the characteristics of that chip in a pop-up window.

BATTLE CHIP RANKINGS

Battle Chips are divided into three ranks according to their capabilities. There are also Dark Chips that do not fit into the normal ranking — using them may have an adverse effect on the Navi.

- ❑ ***Standard Chip*** — Gray border
- ❑ ***Mega Class Chip*** — Blue border
- ❑ ***Giga Class Chip*** — Red border
- ❑ ***Dark Chip*** — Purple border

FOLDER EDITING RULES

- ❑ Be sure to fill up all 30 slots with chips.
- ❑ You can put a max of four of the same chip in the folder. Chips with the same name are considered the same, even if the code is different.
- ❑ You can only put up to five Mega Class Chips, one Giga Class Chip, and three Dark Chips in a folder at once, and they must all be different from each other.

REGULAR CHIPS

Regular Chips always appear in the Chip Select List on the Custom screen. They can be handy if you do a good job of incorporating them into your strategy.

On the Folder screen, touch the chip you want to designate as a Regular Chip and press the ***L or R Button***. If a border appears around it, that chip becomes a Regular Chip. You can also set Regular chips by selecting them with the ***Control Pad*** and pressing ***SELECT***. (Not all chips can be turned into Regular Chips.)

If the chip's Data Size is larger than the amount of remaining Regular Memory, it won't fit and you won't be able to designate it as a Regular Chip. You can increase the amount of Regular Memory available by finding an item called ***Regular UP***.

SUB CHIPS

There are many kinds of Sub Chips, and you can use them on the Field screen of the Cyber World to help Mega Man out. Get them from Shops and Mystery Data.

To use a Sub Chip, touch it onscreen. Sub Chips can only be used once.

DATA LIBRARY

Data for chips you acquire is automatically entered in the Data Library, where you can view it at any time. Chips are divided by rank, with Regular Chips first. Touch the ***Next*** icon to toggle through the Mega Class and Giga Class Chips, and the P.A. Memo. Stars to the right of the chip name indicate how rare the chip is, with more stars signifying rarer chips. Do you have what it takes to collect all the chips?

P.A. MEMO

View a list of Program Advance (P.A.) combinations *(page 33)* you have activated so far in the game.

NET NAVI

View Mega Man's status here, or touch the icons for ***Program***, ***Buster***, or ***Soul*** to view the item's current status. From this screen you can also launch the ***Navi Customizer*** *(page 28)*.

PARTY NAVI SCREEN

Only shown when you have additional ally Navis with you, this screen allows you to view the status of those Navis. Touch the ***Custom*** button to use the Party Customizer.

RECORD SCREEN

View ***Delete Time Records*** for beating enemies on Busting Level S for each Navi's SP. Both ***My Records*** and ***Total Records*** are shown. Compare ***Total Records*** with friends to share your fastest times. The faster the ***Total Records*** time, the more the Navi Chip Ω attack power increases.

E-MAIL

Read email addressed to Lan. Email is divided into three categories: ***Team***, ***Friends*** and ***Other***. Touch an email message to read it.

KEY ITEMS

View items you're holding and their descriptions. Items are separated into ***Important Items***, ***P Codes/Banners***, ***Map Data*** and ***Spin Programs***. Touch an item to view its description.

NETWORK

Link up with friends to battle it out in a tournament or just trade chips *(page 30)*.

MAP

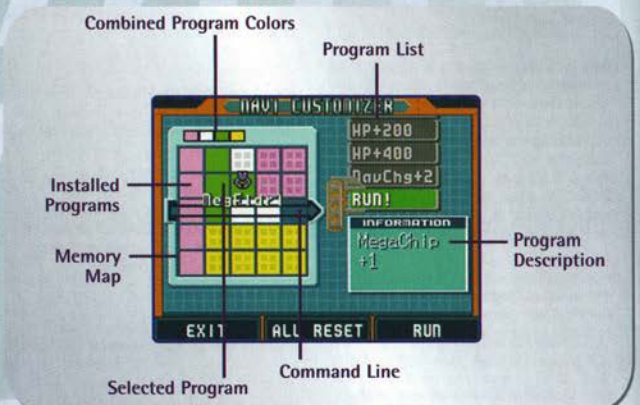
This shows a map of different areas of the Cyber World. It may start off with only a small visible area, but as you explore the world, more sections open up. Find ***Map Data*** to get detailed maps of areas. To view a map, double-tap the icon for that area.

SAVE

Save your current gameplay progress. From the Main Menu, select ***Continue*** to resume your game from a save point.

NAVI CUSTOMIZER

Once you reach a certain point in the game, the Navi Customizer feature is added to your PET device. Use it to combine programs and strengthen the abilities of your Navis. Access the Navi Customizer from the Mega Man screen in the PET screen.



INSTALLING PROGRAMS

Move the ***touch cursor*** to the program you want to install and double-tap it to confirm. Once you do this, the pieces of that program appear on the Memory Map for you to move around and place. Move the ***touch cursor*** to the target location and double-tap it to put the program there.

REMOVING PROGRAMS

Drag and drop the program out from the Memory Map to uninstall it and return it to the program list. You can also double-tap an installed program, which gives you the choice to either move it or uninstall it. Double-tap the ***Uninstall*** option to return the program to the list. Press ***SELECT*** to remove all installed programs at once.

PROGRAMMING RULES

There are four rules for installing programs in the Memory Map.

- ***Rule 1*** — Place Program Parts so they overlap the Command Line by at least one square.
- ***Rule 2*** — You cannot place Plus Parts (with square pattern) on the Command Line.
- ***Rule 3*** — Don't place parts with the same color next to each other.
- ***Rule 4*** — Combine programs so you have four different colors of programs. Above the Memory Map is a bar showing the colors of the combined programs.

RUN

Once you finish setting up the program, double-tap the ***Run*** icon (press ***START*** to move the cursor directly to ***Run***).

BUGS!

Once you run the program, any errors or broken programming rules will create a ***bug***, or anomaly in the program code. Bugs can adversely affect Mega Man's performance. If you have a bug in your program, Mega Man may not function properly or his HP might drop on its own. If you notice anything abnormal, check the Emotion Window to see what's going on.

PARTY CUSTOMIZER

The Party Customizer allows you to customize your ally Navis' capabilities, and is accessed from the Party Navi section of the PET screen.

USING THE PARTY CUSTOMIZER

Move the touch cursor to the ***P. Program*** you want to install and double-tap it to load it into the ***Memory Cell***. Touch a P. Program inside the Memory Cell to uninstall it.

PROGRAMMING RULES

- ***Rule 1*** — You can install P. Programs only up to the max number of open slots.
- ***Rule 2*** — Don't place P. Programs with the same color next to each other.

RUN

Once you finish setting up the program, double-tap ***RUN*** onscreen (press ***START*** to move the cursor to the ***RUN*** icon). However, if you do not follow the rules, you run the risk of creating a bug in Mega Man's system.

NETWORK FUNCTIONS

In this game you can trade chips or programs, go head-to-head in Net Battles, and even hold Tournaments of up to eight people. Once everything is set up, touch the ***Network*** icon on the PET Menu screen.

ENTERING NAME & COMMENTS

The first time you use the Network function, you begin by entering your name and comments. (Touch the ***Name*** icon on the Network Menu screen later on to change your name or comments.)

You can enter up to five characters for your name, and up to 11 characters for a comment. Once you finish entering your name and comments, you proceed to the Network Menu screen.

TEXT ENTRY CONTROLS

- ***Control Pad*** . . . .Move cursor
- ***A Button*** . . . . . .Confirm
- ***B Button*** . . . . . .Backspace
- ***L/R Buttons*** . . . .Move cursor left/right
- ***START*** . . . . . .Move cursor to ***OK***

NETWORK MENU SCREEN

Select a mode to play from the displayed menu options. When you enter the Network screen, the first thing you have to do is save. Following your first save, after each ***Trade***, ***Net Battle*** or ***Tournament***, your data will be saved automatically.

HOST & CLIENT

Selecting a mode automatically connects you to people using the same mode, and you are set as a ***Client***. If a ***Host*** is found, that Host is displayed on the list. To host your own session, touch ***Change to Host***. You can also touch the ***Update List*** icon to perform another search for other Hosts.

NETWORK CONNECTION FLOW

The system connection flow depends on the mode, and varies as follows:

MODES — Net Battle, Team Battle, Trade, Compare

- ***Host*** — When a connection request is received from a Client, the Host sees the person's name and selected play mode on screen.
- ***Client*** — When a possible Host is found, the Client sees the person's name and comments on screen. Then the Client can select the Host he/she wants to join, select a play mode, and send a connection request to that Host.

If the Host accepts the Client, both sides enter that specific mode. (The Host may reject requests to join.)

MODES — Battle Tournament, Team Tournament

- ***Host*** — The Host becomes the Host of the Tournament, and can see the names of people wanting to join the Tournament on screen.
- ***Client*** — When an open Tournament is found, the Host's name and comments appear on screen. The Client selects the Host of the Tournament he/she wants to join and sends a request to that Host.

Once enough people have joined, the Host can touch the ***Start Tournament*** icon to begin the action. (See *page 32* for information on Tournaments.)

NET BATTLES (2 Players)

Link up with a friend and go head-to-head in two different modes of play. Select a mode first, and then a match type:

MODES

- ***Single Battle*** — Single match face-off.
- ***Triple Battle*** — Best 2 out of 3.

MATCH TYPES

- ***Practice*** — Wins and losses don't count.
- ***Real Thing*** — Wins and losses count; winner takes a chip from the loser. Requires at least one chip besides a Giga Class Chip in your backpack.

RULES

First player to reduce the opponent's HP to zero wins the battle. The 15th turn is the final turn, and the match ends at that point even if both sides still have remaining HP. In this case, the player who inflicted more total damage to the other wins.

TEAM BATTLES (2 Players)

Once you unlock Navi Change *(page 9)*, you can play Team Battles. This enables you to select two available Navis from the Single Player game. The rules are the same as for Net Battles, but if Mega Man gets deleted, you lose the match.

COMPARE (2 Players)

- ***Compare Library*** — Compare ***Data Libraries*** with friends. Any entries in the other library that are not in yours will be added to your library, and vice versa.
- ***Compare Records*** — Compare ***Delete Time Records*** and ***Team Records*** *(page 27)* and update the records with the new top times. The better the times listed in the ***Team Records*** ranking are, the more powerful the Navi Chip SP's attack powers become, so share your times with friends to make all your Navis stronger.

TRADE (2 Players)

- ***Battle Chip Trading*** — Trade chips from your backpack one at a time (Giga Class and Dark Chips cannot be traded). Both sides pick a chip to trade and then touch ***Trade*** to begin. If you just want to give away a chip instead of trading it, select your chip and have the other person select nothing.
- ***Program Trading*** — Once you unlock the Navi Customizer *(page 28)*, you can trade programs with other people. After selecting programs to trade, both sides touch ***Trade*** to begin the trade process.

BATTLE TOURNAMENTS (3-8 Players)

The Tournament begins from the Entry screen once you finish selecting your Face icon. Fight your way to the top to win! At least 3 people must join in order to play a Tournament.

TOURNAMENT RULES

- ***Current Match Players*** — Battles are single matches played one-on-one. The first player to reduce the opponent's HP to zero wins. With no turn limits, the battle continues until one side wins.
- ***Players on Stand-by*** — Players not currently in the match can watch it being played out. Watch opponents and how they play to look for weaknesses and formulate your strategy.
- ***Winners*** — The winner of a match moves on to the next round. Win all your matches to win the Tournament.
- ***Losers*** — If you lose a match you are out of the Tournament, but you can continue watching the tournament until it's over.

CHIP ROULETTE

The winner of the Tournament gets a chance to play Chip Roulette. Touch the ***Stop*** icon on screen. Whatever chip the roulette stops on becomes yours. There might even be some special rare chips to win!

TEAM TOURNAMENTS

Once you unlock Navi Change *(page 9)*, you can play in Team Tournaments. This enables you to select two available Navis from the Single Player game. The rules are the same as for Battle Tournaments, but if Mega Man gets deleted, you lose.

WHEN PLAYING IN TOURNAMENTS

- ***If a communication error occurs with the host machine ...*** The entire Tournament is canceled. If you're hosting a Tournament, be sure to stick around until the very end.
- ***If a communication error occurs during a battle ...*** If communication from one players drops out during a battle, the person who dropped out loses the match, and the person still connected wins. If both players drop out, they both lose.

BATTLE CHIP SECRETS

Collecting Battle Chips and developing a good strategy is the key to success.

ATTACK POWER

A chip's attack power determines how much damage it will do to an enemy with a single hit. Of course a higher attack power is more effective, but there are also other factors to consider, such as range of spread attacks, multiple hits, elemental attributes, etc. So don't think about attack power alone, and use the best chip for the situation at hand. (Attack power is not shown for support chips.)

CHIP TYPES

There are 12 types of chips, each with different characteristics. These attributes also come into play when you perform Dubl Soul.

ELEMENTAL ATTRIBUTES

Four chip types are imbued with elemental attributes. They each have unique strengths and weaknesses. Use a chip that is strong against the enemy's elemental attribute to perform an elemental attack worth double damage!

CHIP CODES

Chip Codes are displayed with the letters A-Z. On the Custom screen, you can select two different types of chips at the same time as long as they have the same code. Chip Codes with an * (asterisk) can be selected along with any other Chip Code.

PROGRAM ADVANCE

When you select a certain combination of Battle Chips, they may fuse and transform into a brand new Battle Chip. This is called a ***Program Advance***. Every Program Advance you discover is saved to your P.A. Memo area.

W SLOT

UNLOCKING MORE MEGA MAN BATTLE NETWORK® STUFF

1. With your Nintendo DS™ system turned *OFF*, insert your ***Mega Man Battle Network® 5 Double Team DS*** Game Card into the Nintendo DS™ Game Card slot.
2. Insert a ***Mega Man Battle Network®*** series Game Boy® Advance Game Pak into the Game Boy® Advance Game Pak slot on the Nintendo DS™ system.
3. Turn *ON* the Nintendo DS™ system and display the DS Menu.
4. Touch ***Mega Man Battle Network® 5 Double Team DS*** on the screen.

❑ Some steps above may be unnecessary if your Nintendo DS™ system is set to ***Auto-load***.

CONVERT

From the Main Menu, select ***Convert*** to download your folder from that ***Mega Man Battle Network® 5*** Game Boy® Advance title for use as a backup folder in the DS game. (Only data from ***Mega Man Battle Network® 5*** Game Boy® Advance Game Paks can be downloaded.)

MORE STUFF!

There is more secret unlockable stuff that can only be accessed by inserting other ***Mega Man Battle Network®*** series Game Boy® Advance Game Paks.

LINKING UP WITH KONAMI BOKTAI

1. With your Nintendo DS™ system turned *OFF*, insert your ***Mega Man Battle Network® 5 Double Team DS*** Game Card into the Nintendo DS™ Game Card slot.
2. Insert a ***Boktai®*** series Game Boy® Advance Game Pak into the Game Boy® Advance Game Pak slot on the Nintendo DS™ system.
3. Turn *ON* the Nintendo DS™ system and display the DS Menu.
4. Touch ***Mega Man Battle Network® 5 Double Team DS*** on the screen.

❑ Some steps above may be unnecessary if your Nintendo DS™ system is set to ***Auto-load***.

GET SOUL CROSS MEGA MAN WITH BOKTAI® 2

If you start the game with a ***Boktai® 2*** Game Boy® Advance Game Pak inserted, Mega Man transforms into Soul Cross Mega Man using the powers of Django.

MORE STUFF!

There is more secret unlockable stuff that can only be accessed by inserting other ***Boktai®*** series Game Boy® Advance Game Paks.

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1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

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